# PROJECT EDEN™

TEEN
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CONTENT RATED BY ESRB

CORE

EIDOS INTERACTIVE

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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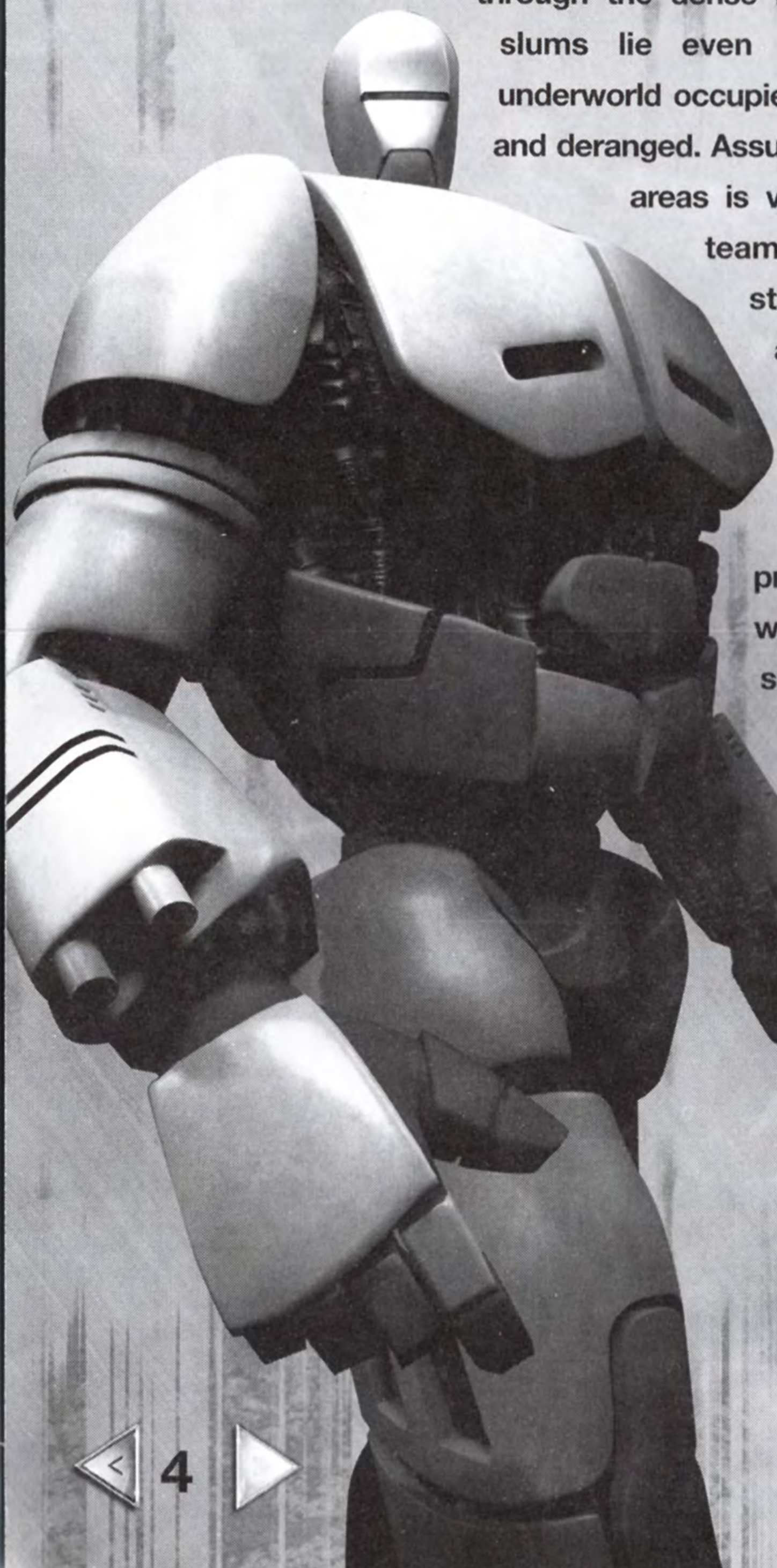
# INTRODUCTION

Due to severe overpopulation, the planet Earth's diameter is increasing with the growth of towering mega-cities, each inhabited by millions of humans. Buildings are growing ever-upwards, interconnected with a thick web of roads, walkways and service channels. In these giant human hives, only the affluent may feel the rays of the sun and breathe the cleaner air.

Descending thousands of feet through the echelons, conditions steadily decline to slum level. The inhabitants of these squalid areas barely glimpse the murky sunlight that filters through the dense infrastructure above. And below the slums lie even more repugnant conditions... an underworld occupied by criminals, cultists, the wretched and deranged. Assumed derelict, the very lowest of these areas is visited only by structural engineering teams when foundations require strengthening - in order to accommodate yet further elevations.



These Cities are Policed by the UPA (Urban Protection Agency), one such team is called in to investigate problems at the 'Real Meat' factory, in which all the equipment has started to simultaneously malfunction. Technicians sent to repair the machinery have gone missing without explanation... Here begins The UPA's sinister trail of inquiry...

# UPA PROFILES

**Carter** – 36 year old male. UPA Squad Leader. Has plenty of experience and has worked his way up through the UPA ranks to his present position. Takes his job and position seriously. Not looking forward to 'retirement' to a desk job at 40 as is standard in the UPA. Serious, in-command and in-control.

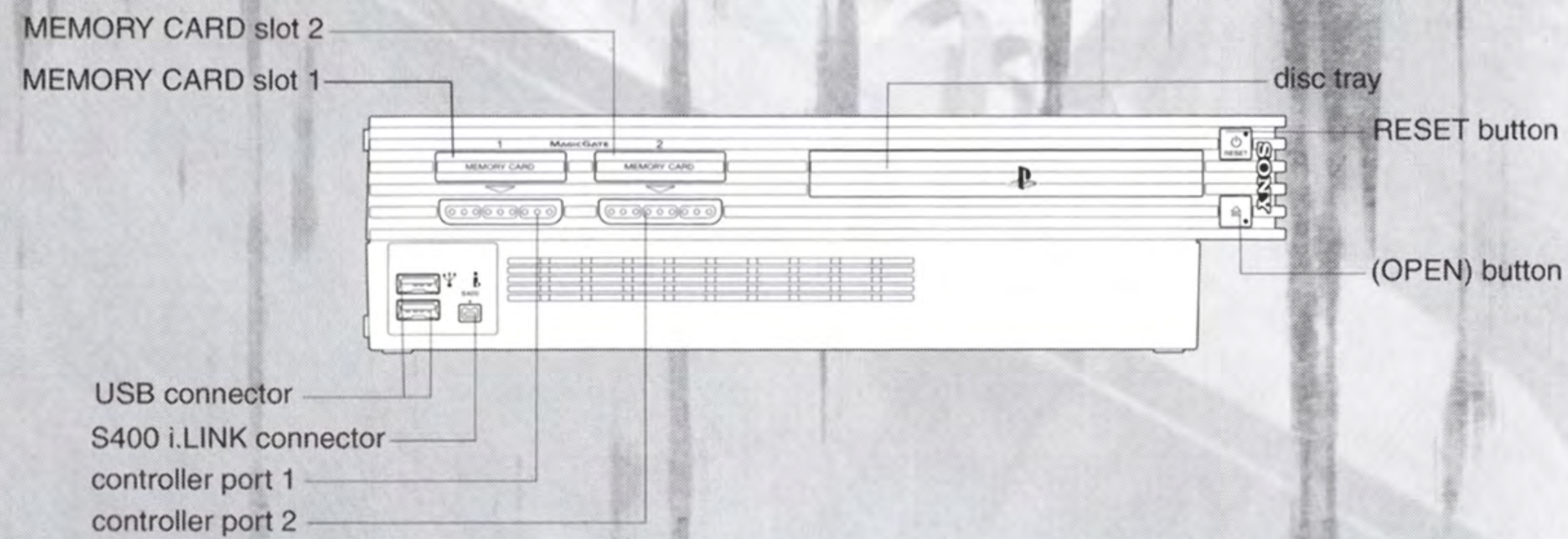
**Minoko** – 20 year old female. UPA Tech Division. An orphan who was taken onto the UPA youth training program at 9 after showing high levels of aptitude with computers her ability to hack into almost any system was noticed by the UPA as a skill that would benefit their organization. She has trained ever since, and became a full UPA operative at 17 – the youngest age possible. Limited in-the-field experience; has only been working with Carter and his team for 1 year. Young, cheerful and optimistic.

**Andre** – 32 year old male. UPA Engineering Division. A skilled engineer with a natural ability to understand and repair mechanical and electrical systems. Joined the UPA at 25 looking for excitement after growing restless in his previous job as a SkyLift engineer. Considered by his superiors to have a slight attitude problem, but still expected to fill Carter's shoes when he 'retires'.

**Amber** – 27 year old female. UPA Cyborg Division. Suffered horrific injuries in a Skyway accident at the age of 19 and chose to become one of the 'Metal Heads' of the UPA rather than have normal human-cyborg reconstructive surgery. Has become increasingly withdrawn and machine-like as the years have gone by as seems to happen with members of the Cyborg Division. When she does speak it is quiet, calm and morose. She is capable of operating in hazardous environments.

**Control** – 48 year old male. UPA Control. Retired field operative who has taken up position as the 5th member of Carter's 4 man squad. Although the Control for a team often varies depending on the mission, he and Carter have worked together many times before. Experienced and serious – Carter's future.

# GETTING STARTED




Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Project Eden™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

**Initially you will be presented with a short introductory sequence. After the intro has played you will see the main menu.**

**START** Select to display START MENU (Single player)

**ARENAS** Select to display multiplayer **ARENAS** MENU

**CONFIGURE** Select to display CONFIGURATION MENU

## MAIN MENU

**Here the following options are available:**

**NEW GAME** Select to commence new single player game

**LOAD GAME** Select to display the list of previously Saved Games, select the game you wish to load and the game will restart from the save point

**SELECT LEVEL** Select to display list of unlocked levels that can be played at any time

**BACK** Returns you to the MAIN MENU

# MULTIPLAYER GAMES (ARENAS)

## DEATHMATCH

Before a game starts, it displays a CHARACTER SELECTION screen where you can either keep the automatic selection, or choose another character. If any other players wish to join at this point, they can do so by pressing their START button. The screen will then split to show a separate CHARACTER SELECTION screen for that player. The game will start when all players have selected START GAME to continue.

## CO-OPERATIVE

Players can also join after the game starts simply by pressing the **START button** on a free pad. The screen will split and they will be assigned a free character automatically.

If a Multitap (for PlayStation,2) (sold separately) is plugged in to either controller port, up to three additional players may join the original Single player game.

Any player may quit their game by pressing the Start button and exiting through the SYSTEM MENU – see SYSTEM MENU text for a full description.

# CONFIGURATION MENU

Within this Menu you are able to configure the following settings:

## CONTROLS

Selecting this option will allow you to configure up to Eight user profiles. Here you may also name each profile, this name will then be adopted as your game name in Deathmatch mode. Once you have completed your reconfiguration press the ◉ **Button** to confirm and return to the CONFIGURATION MENU. At this point you will be prompted as to whether you wish to save your configuration, follow on-screen prompts.

## AUDIO/VISUAL

Selecting this option will allow configuration of your Audio / Visual settings should you wish to amend the default settings. The following options are available to you here:

**Aspect Ratio** Change the display window shape.

**Split** Select the method of splitting the screen in 2 player mode, for example horizontal or Vertical (Default). Please note that 3 players or above will result in the screen being automatically quartered regardless of this setting.

**Screen Offset and Screen Offect Y** Allows you to adjust the horizontal and vertical display of your picture so that the display may be centered correctly on your screen.

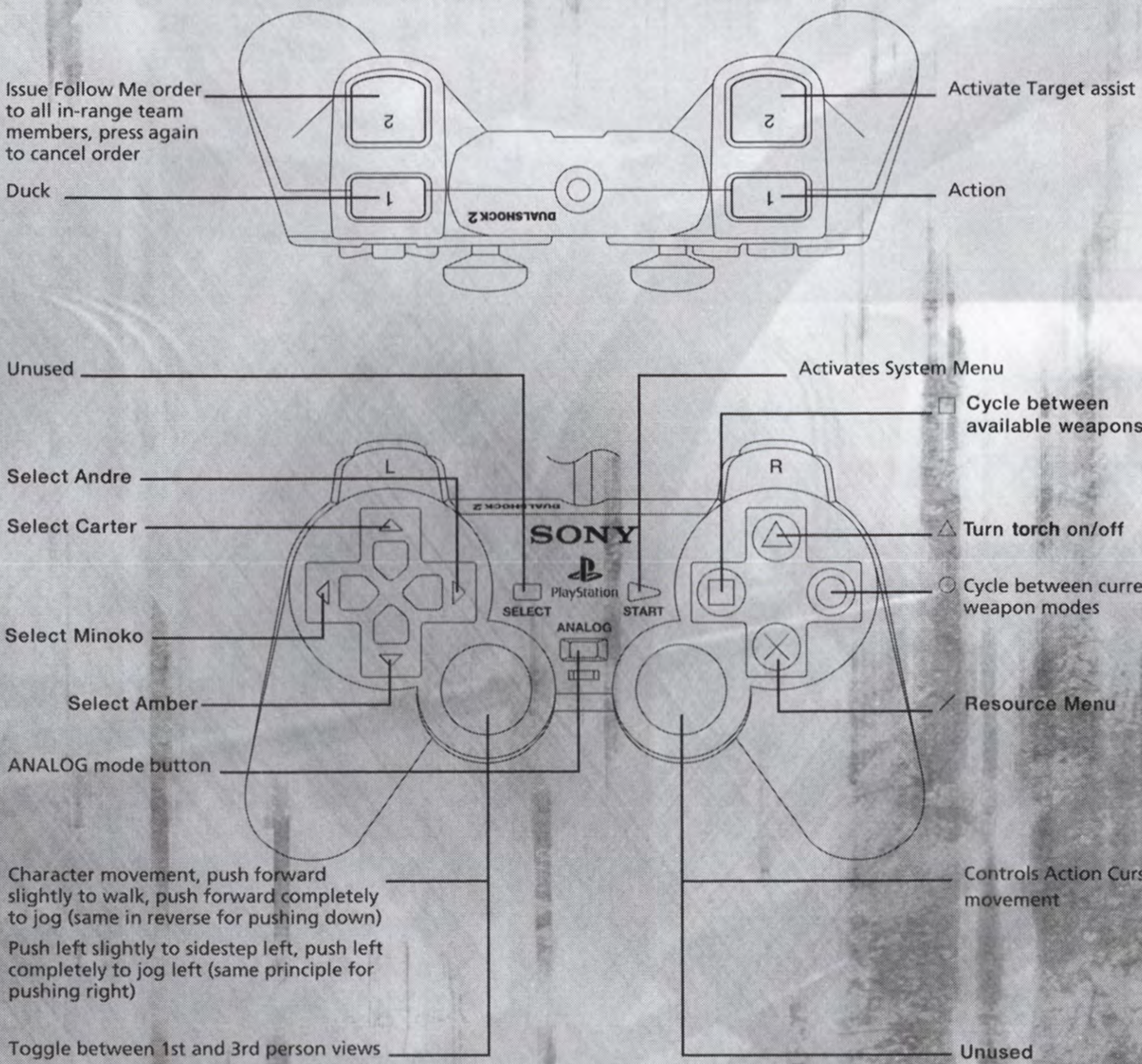
**Background Volume** Use the slider bar to set Background music volume.

**Speech Volume** Use the slider bar to set Speech volume.

**Effects Volume** Use the slider bar to set Effects volume.

* Upon exiting follow on-screen prompts to save your settings.

## CONTROLS



## MENU CONTROLS

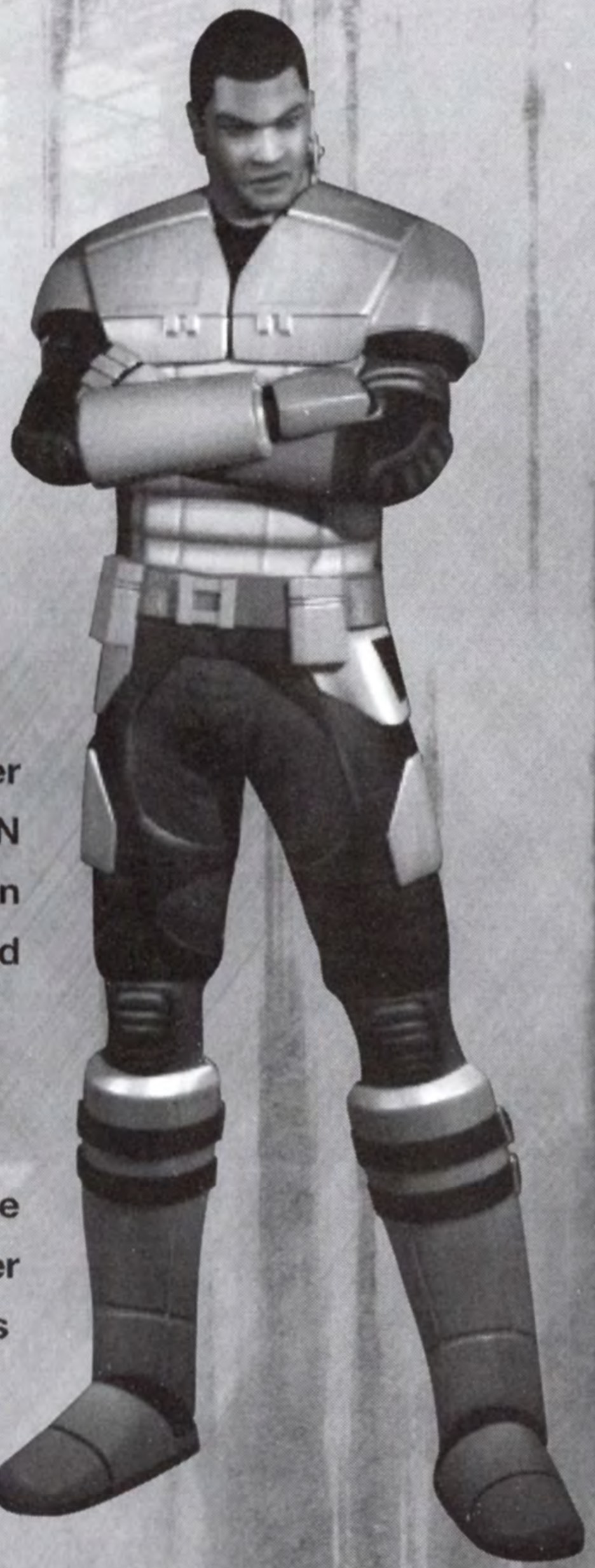
**Navigate all front end Menus using the following controls:**

**Directional buttons** Use to move up and down menus and move sliders left and right.

**⊗ button** Press to make selections

**◎ button** Press to return to previous screens

# PLAYING THE GAME



## SINGLE PLAYER

**Once the game begins you will receive your first audible mission briefing from Control, so listen carefully. Mission briefings are also displayed as text on-screen. Within the single player game you are able to switch between all four characters.**

## MULTIPLAYER CO-OPERATIVE

**When starting a multiplayer game, character selection occurs on the CHARACTER SELECTION screen. You will only be able to switch between characters in game while they are not been used by another player.**

## MULTIPLAYER DEATHMATCH

**When joining or starting a Deathmatch game the same principles apply as above to character selection, though no character switching is available in this mode.**

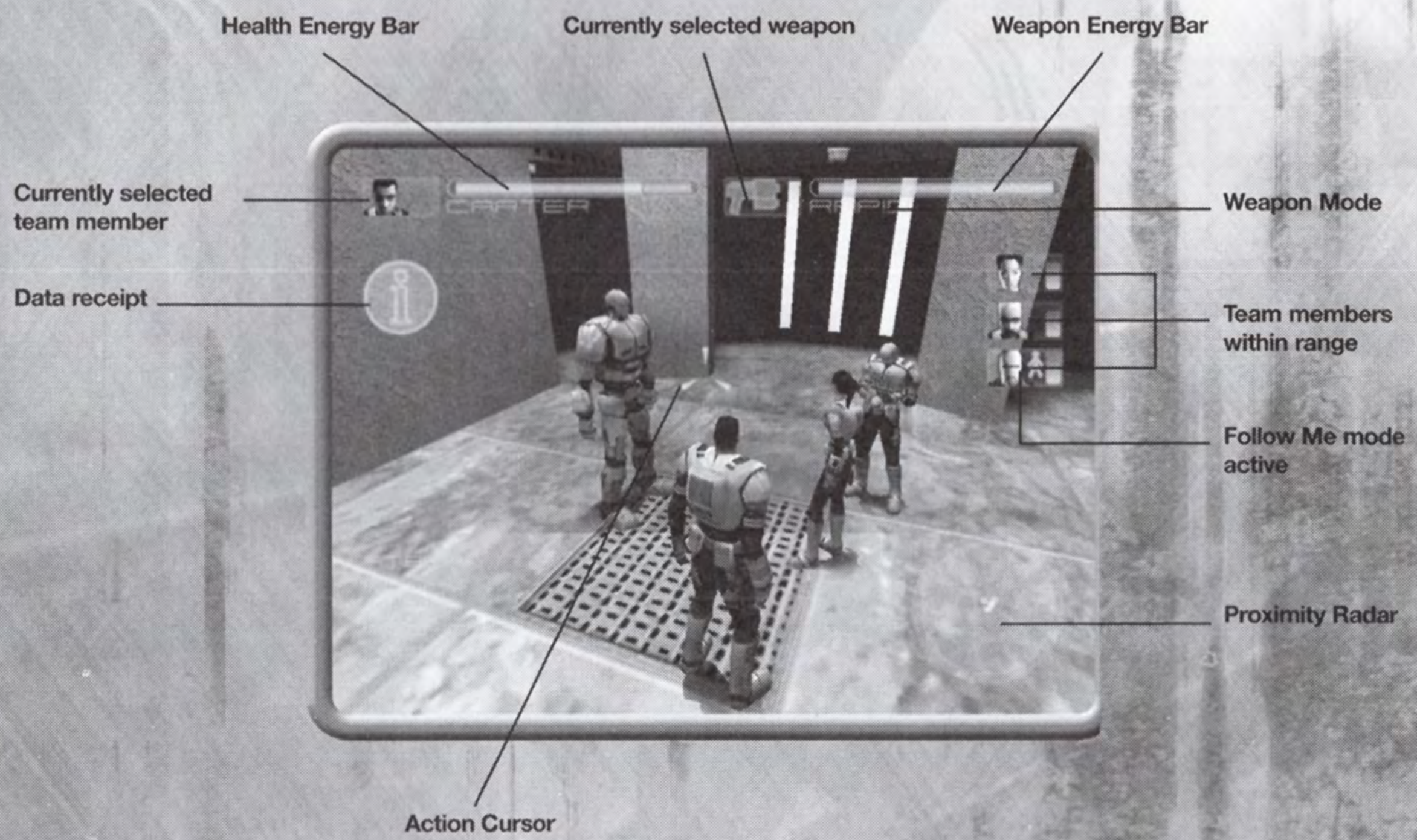
# GAME INTERFACE

Use the Right Stick to move the Action Cursor, this will dictate the focal point of your character and interact with the environment.

Within the standard game window your currently selected character health and weapon status is displayed. Any characters within communicable range will also have their icon and current health status displayed on screen. If any other character is under a 'follow me order' a small icon will be displayed next to the game characters icon.

Also displayed on screen is the current characters proximity radar, this shows any enemy, team member or mission objectives within range.

All transmissions received from Control will result in a flashing 'i' symbol appearing onscreen. To access the information switch to the Resource Menu and select the 'i' symbol in the Data Log.



## DATA LOG

Accessing the data log displays the following information:

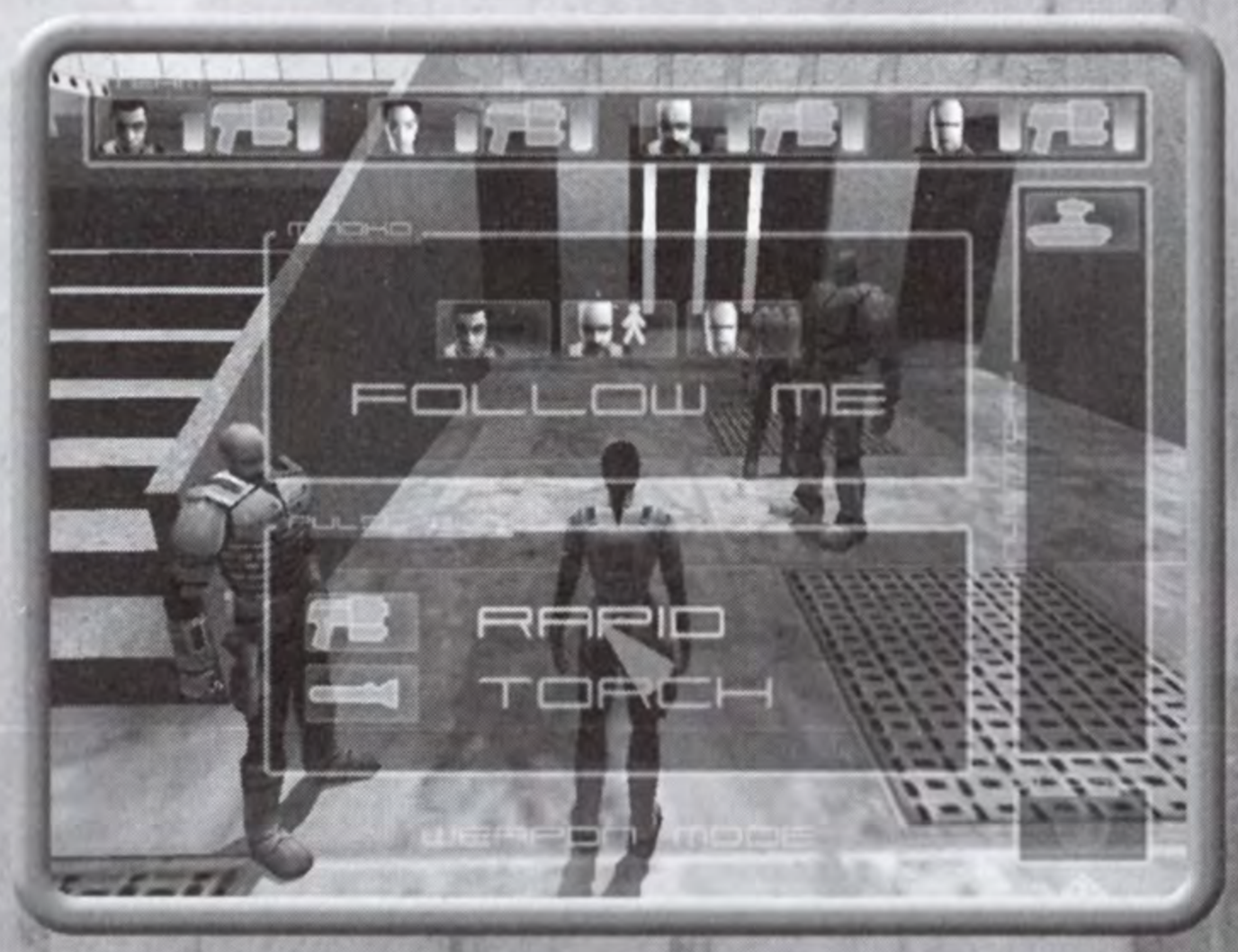
Objectives — select to display current mission objectives. Completed tasks will have a tick by them, cancelled tasks a cross and uncompleted tasks have no icon.

Interviews — this option allows you to review any previously carried out witness statements and interviews..

Mail — all communications with Control are stored here.

Information — select this option for on-screen help.

# RESOURCE MENU




**Activate the Resource Menu to carry out a number of actions:**

**Select item from inventory, including the activation of the Rover, Flycam and Sentry Gun.**

**Give the 'Follow Me' order to whichever team members are within range. For example, if all three other UPA members are in range and you wish for all of them to follow you simply select 'Follow Me', if only certain members are required select their individual icon. In either case any team member who receives the 'Follow Me' order will display an icon in their status bar. To give the 'follow me' order to all members within range during standard gameplay use the L2 button.**

**Select weapon and weapon mode, see weapon descriptions.**

**You may also select an alternative character by selecting their icon within the status bar.**

**Items that are collectable will be distinguishable by the appearance of a border that will appear around them; placing the action cursor over the item and pressing the R1 button will pick it up and place it into your inventory. The item may be selected for use via the Resource Menu.**

# SYSTEM MENU

**Pressing the START button during gameplay will display the System Menu, this menu allows the following operations:**

**Configuration** Allows customization of Graphics / Sound / controls set-ups, refer to Configuration Menu text for more detailed description.

**Save** Select to Save your current game

**Load** Select to display Saved games, choose and select a previously saved game to Load.

**Quit** Select to quit to Start Menu.

* Pressing Start again returns you to Gameplay.

# EQUIPMENT

## WEAPONS

**Each character will start the game with at least a standard issue Pulse Gun. At various points later in the game the team members will be given access to extra weapons and enhanced modes of operation for existing weapons.**

**All UPA weapons are equipped with sensors preventing 'friendly fire'; these sensors will prevent the firing of all UPA weapons at UPA members and civilians (Unless you are playing in death match mode).**

## WEAPON ENERGY

**All weapons use WEAPON ENERGY to fire. Generally, the more effective a weapon is the more energy it will use. Weapon energy can be recharged by standing at a UPA Recharge Point and holding Action. In addition, UPA Energy Cells can be collected and stored until needed. If a character's weapon energy runs out and an Energy Cell is available, it is automatically used to recharge that character's energy. Alternatively, they can be manually used via the Resource Menu.**

## PULSE GUN

**Rapid setting** – continuous firing while the Action button is held.

**Charge setting** – hold the Action button to charge and then release to fire a single shot which is more powerful than the rapid fire.

## DISC GUN

**Normal setting** – launches an explosive disc.

**Bounce setting** – while holding the Action button a laser guide allows you to view the bounce pattern of the explosive disc prior to launch.

## EXTRACTOR

**Extractor mode** – use this mode to extract energy from your enemies into your weapon energy. If your weapon energy is full the excess will be directed to generating extra energy cells in your inventory for later use. Extracting all the energy from a creature will kill it.

**Blast Mode** – this mode does not extract energy from the enemy but blasts it back at them. This mode uses up weapon energy in the standard way. If there are any other enemies nearby, the blast beam will spread up to three more times and affect these enemies also.

## TIME SHOCK

A hi-tech UPA weapon that fires an energy field disrupting time around them, used to stun particularly tough enemies. Choose from the two different modes:

**Beam Mode** – effects only one enemy at a time, fire the beam directly at the enemy.

**Area Effect Mode** – the weapon will fire a small projectile and the first thing hit by the projectile will become the center of the area effect. Any living creature inside this area will have its time frame slowed down. This weapon uses a large amount of weapon energy.

## PIPE BOMB

**Contact mode** – explode on contact with person or environment.

**Proximity mode** – explode when an enemy is detected nearby.

## MISSILE LAUNCHER (AMBER ONLY)

**Missile mode** – fires missile in the direction Amber is facing

**Homing Missiles** – Capable of launching a total of four homing missiles at one time, each one having its own target. Acquiring targets – Press and hold the fire button, now move your crosshairs over each enemy you wish to target (up to four). Now release your fire button and for every target you have a missile will be fired towards it.

• *note: Amber cannot operate the DiscGun, Extractor or Timeshock weapons.*

## SENTRY GUN

Static gun emplacements that can be placed by the player and either directly controlled or left to auto-fire.

# TOOLS

## ROVER

Mini Vehicle with limited firepower that can be used to access areas the team cannot reach in order to activate switches or collect small items.

## FLYCAM

Mini camera the team can remotely fly into areas in order to scout territory. Can also operate some switches.

## OMNI-TOOL (ANDRE ONLY)

UPA tool used to fix equipment that can be repaired. Selected automatically when Andre clicks on a broken piece of equipment.

# SWITCHING BETWEEN UPA TEAM MEMBERS

There are two ways of switching between team members:

## QUICK BUTTON:

Use the directional buttons in game to quickly switch between characters:
Up - Carter, Left - Minoko, Right - Andre, Down - Amber

## RESOURCE MENU:

Click on the icon of the desired team member within the Status bar to transfer control.

## USING AND ACTIVATING ITEMS IN THE GAME WORLD

Whenever an object in the game world can be interacted with, a Target Box will appear around it as you move the Targeting Cursor near it. The action you can perform will be displayed at the bottom of the screen. Pressing Action will perform that action. To help targeting, pressing the Target Assist button will draw the cursor towards the current Target Box.

## REGEN POINTS

These points are where team members are regenerated should their health bar deplete to zero. As a team member walks past a Regen Point they will be automatically tagged, this then becomes that particular characters regeneration point. If follow me mode is activated then the other team members under your order will have the same Regen Point set. Regen Points can also be used to recharge your health. As you stand by the unit you will notice a blue energy field surrounding you; remain within the field for recharge to take place.

## USING SWITCHES

Throughout the game the team will need to operate switches, these are used by positioning a team member in front of the switch placing the Action Cursor over the switch and pressing the Action button. In some cases a prolonged holding of the switch may be required, this is achieved by holding the Action button and without releasing it activating the Resource Menu by pressing the ⊗ button, at which point the character holding the switch is locked into position until you reselect him and move him away from the switch.

## RECHARGE POINTS

At various points in the level the team will discover Recharge Points. These points when activated will recharge your currently held weaponry.

## REPAIRING ITEMS

Andre is your engineer and as such will be called upon from time to time to try and repair various systems. To successfully repair an item you must place your cursor over the repair bar, clicking and holding the action button will initiate the bar slider, releasing the action button will cause the slider to stop. If the slider stops within the blue zone one repair point will be added, the number of repair points will be displayed at the base of the screen. If you stop the slider in the red zone one repair point will be lost. Once the required number of repair points is gained the system will again be able to work normally.

## DOWNLOADING INFORMATION

At certain points of the game Minoko will be called upon to download information from the various computer terminals located throughout the city. Many of these terminals are fitted with 'time-out' security features and only a specialized skilled operative like Minoko will be able to open the codes before the terminals lock and reset themselves. To crack each phase of the terminal code position the cursor over the relevant spindial pressing the Action button once when the indicator enters the red zone, completing the code successfully will enable download to commence. Either missing the red zone or running out of time will result in the terminal resetting and you will need to try again.

## SAVE GAME

You are able to Save your game by accessing the System Menu in game by pressing the **START Button** and selecting Save Game.

Please note, there are a maximum of 10 save game slots, you may save either to an empty slot or overwrite a previously saved game by selecting that particular slot.

## LOAD GAME

You can Load your previously saved game at the Start Menu by selecting Load Game or at the System Menu in game again selecting Load Game.

**Note:** Never insert or remove a Memory Card (8MB) (for PlayStation®2) when loading or saving files.

**Note:** Project Eden supports Memory Cards slots 1 and 2.

# CREDITS

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# NOTES

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Eidos Interactive Customer Services
651 Brannan Street, suite 400
San Francisco, CA 94107
RMA# (include your authorization number here)

Note: You are responsible for postage for your game to our service center.

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Touch-tone phone required.

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